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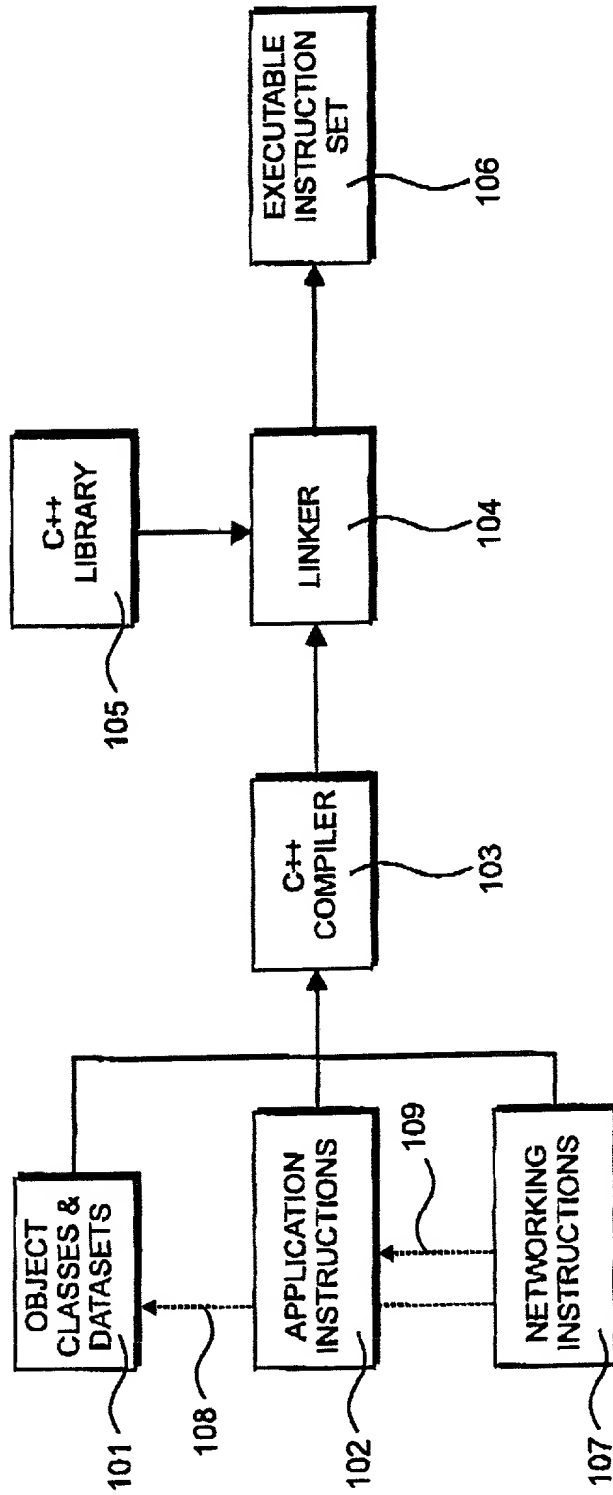


Figure 1 [Prior Art]

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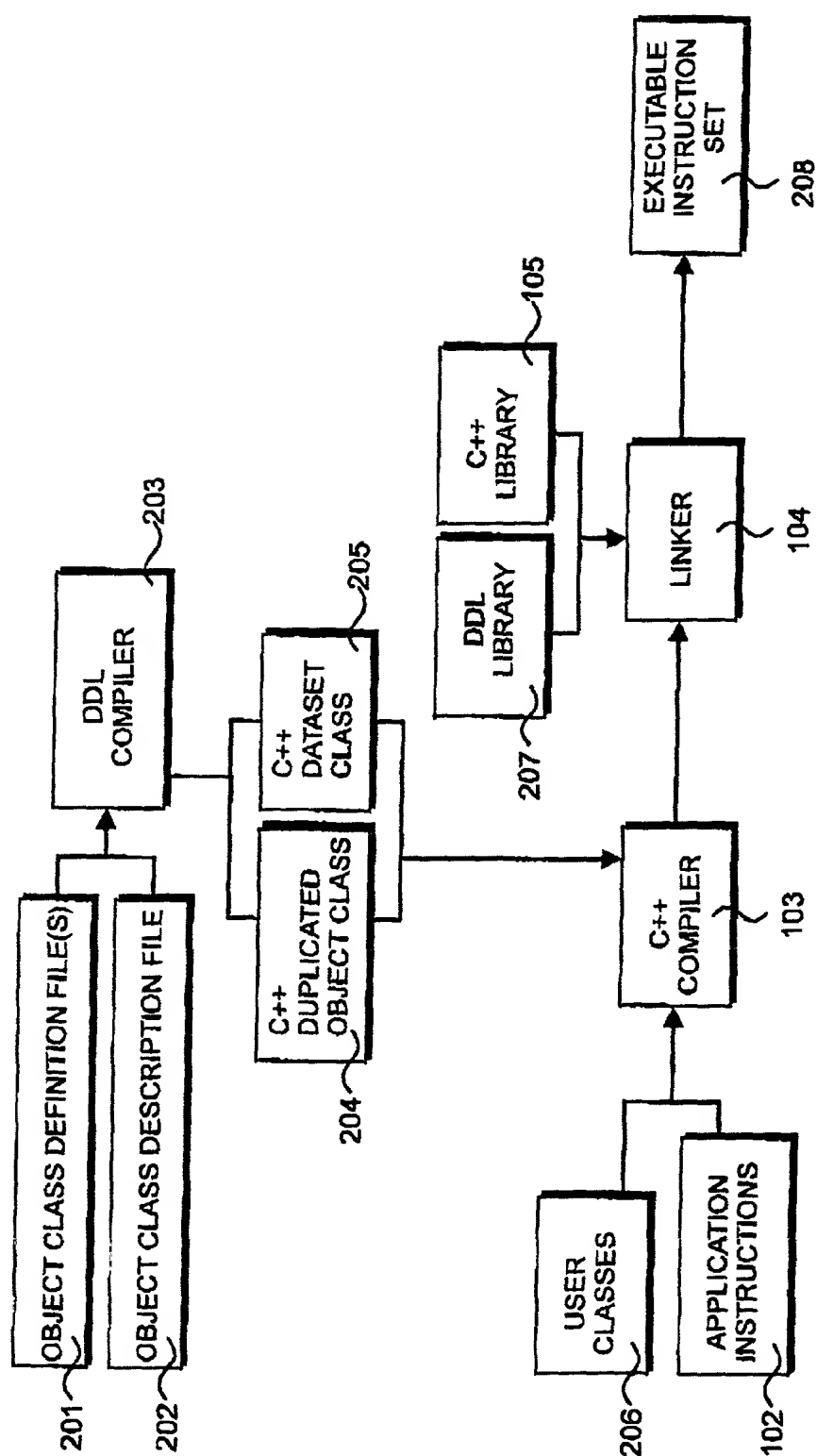


Figure 2 [Invention]

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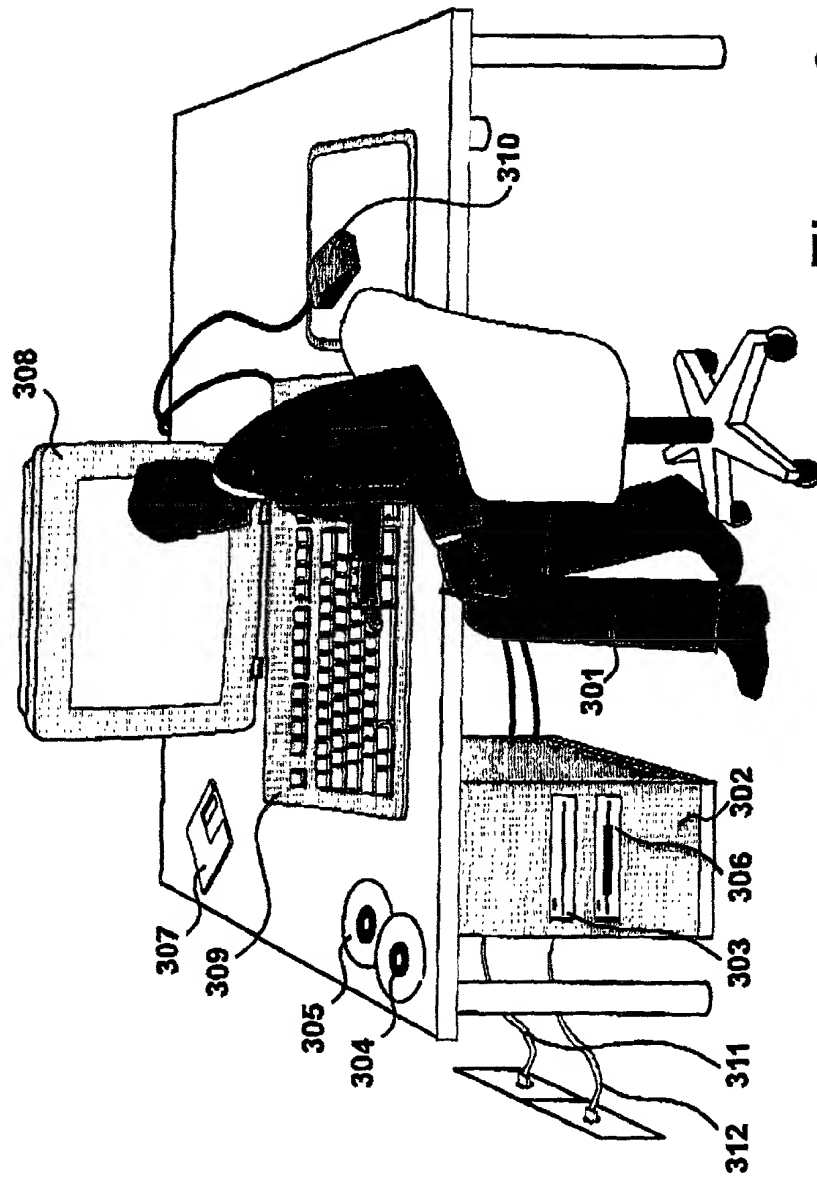


Figure 3

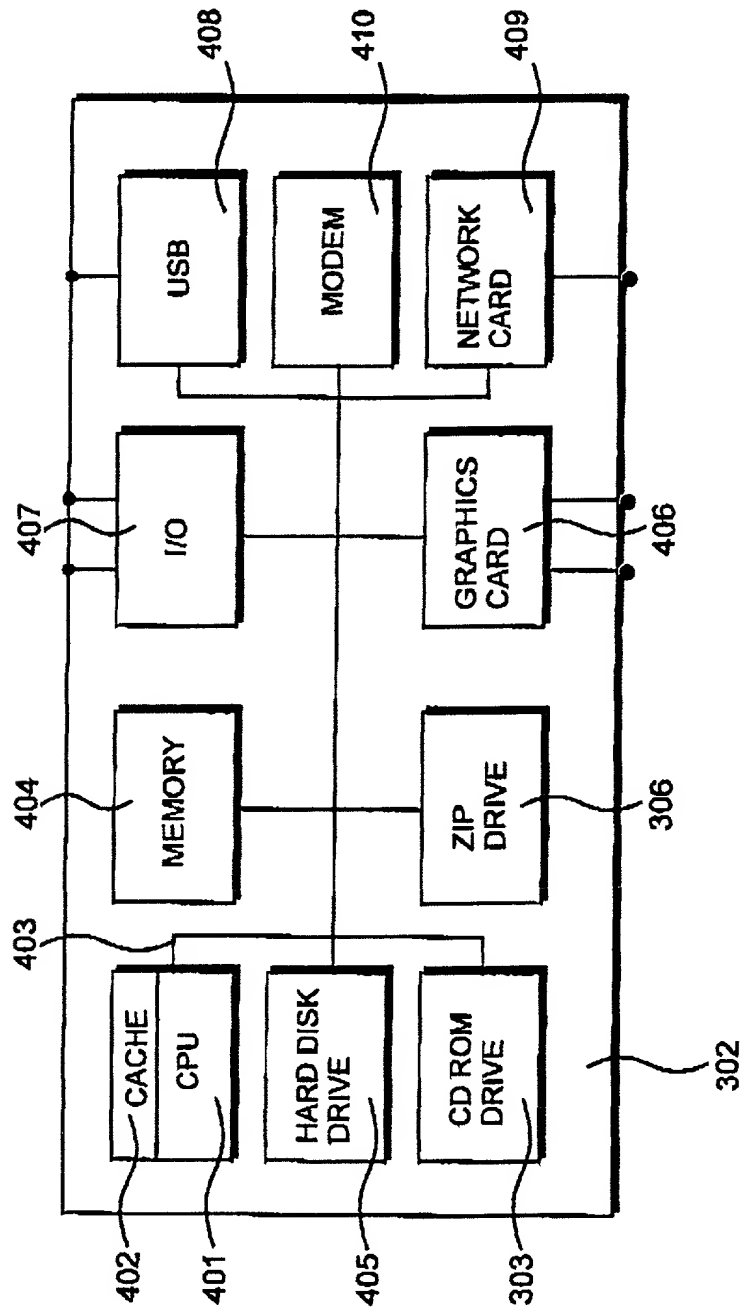
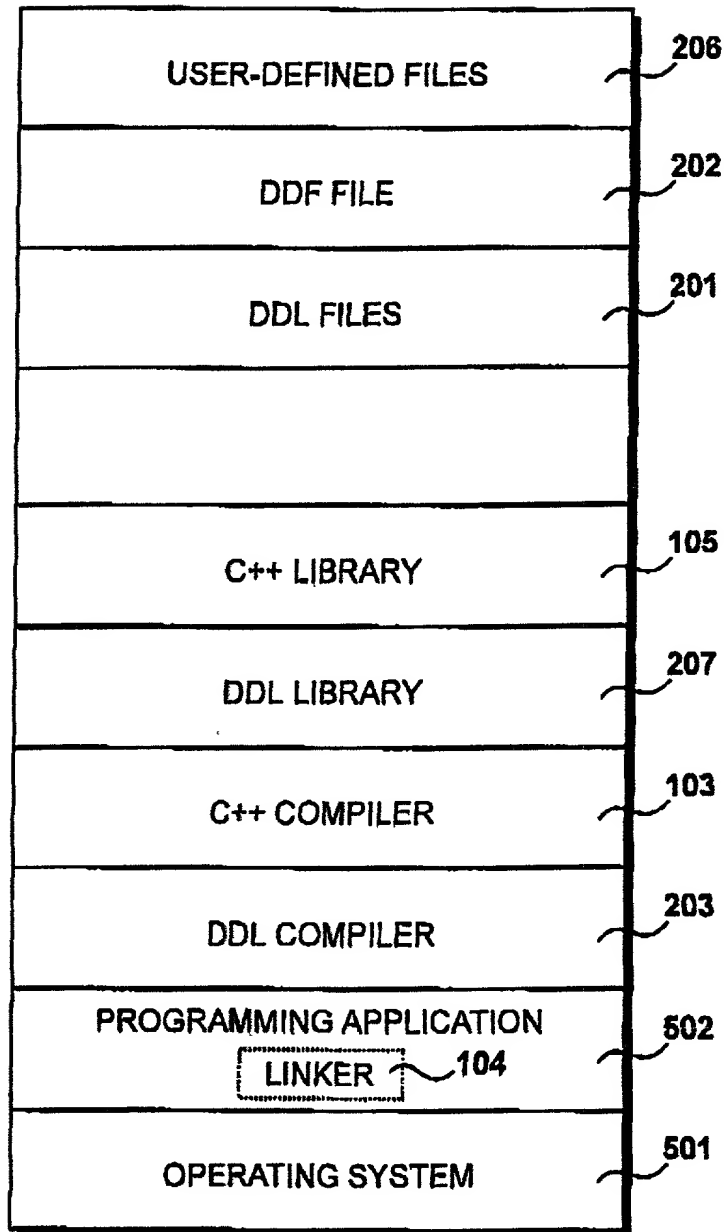


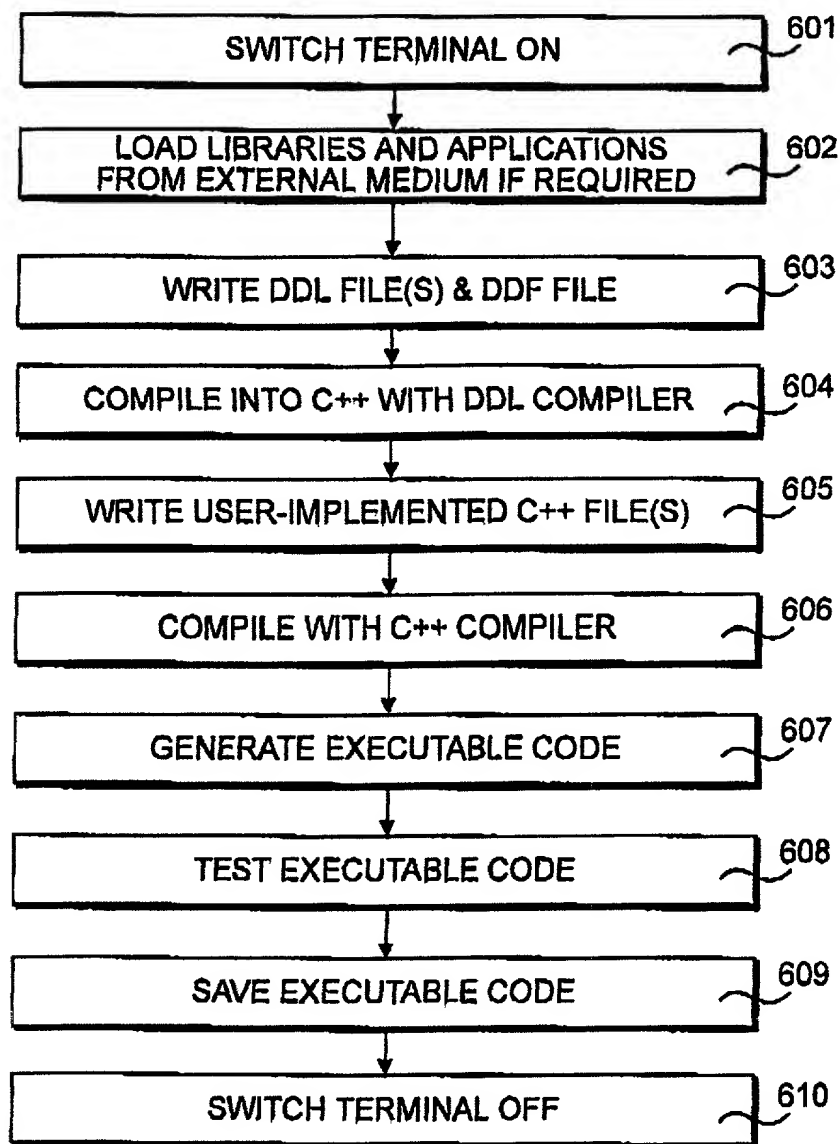
Figure 4

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*Figure 5*

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*Figure 6*

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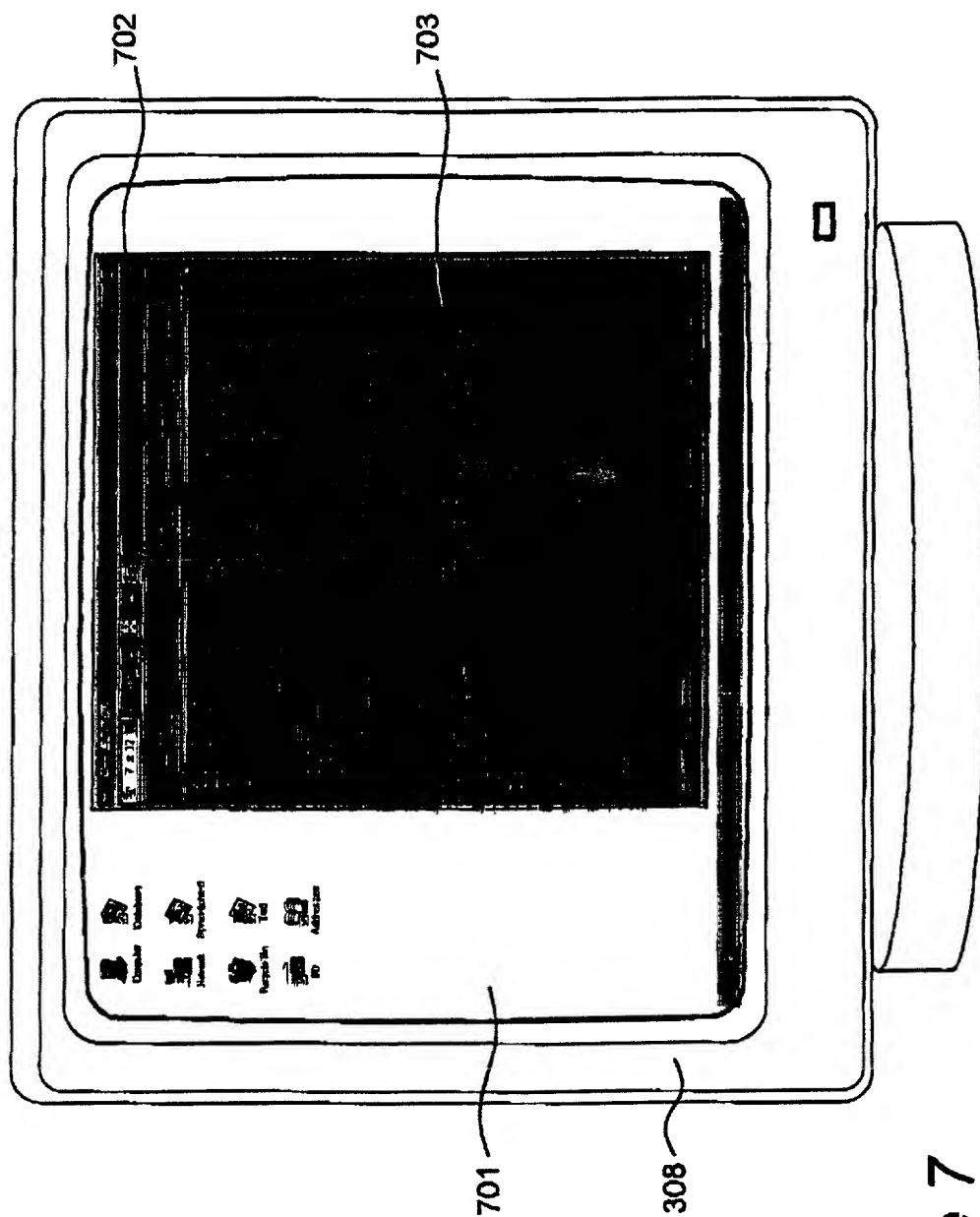
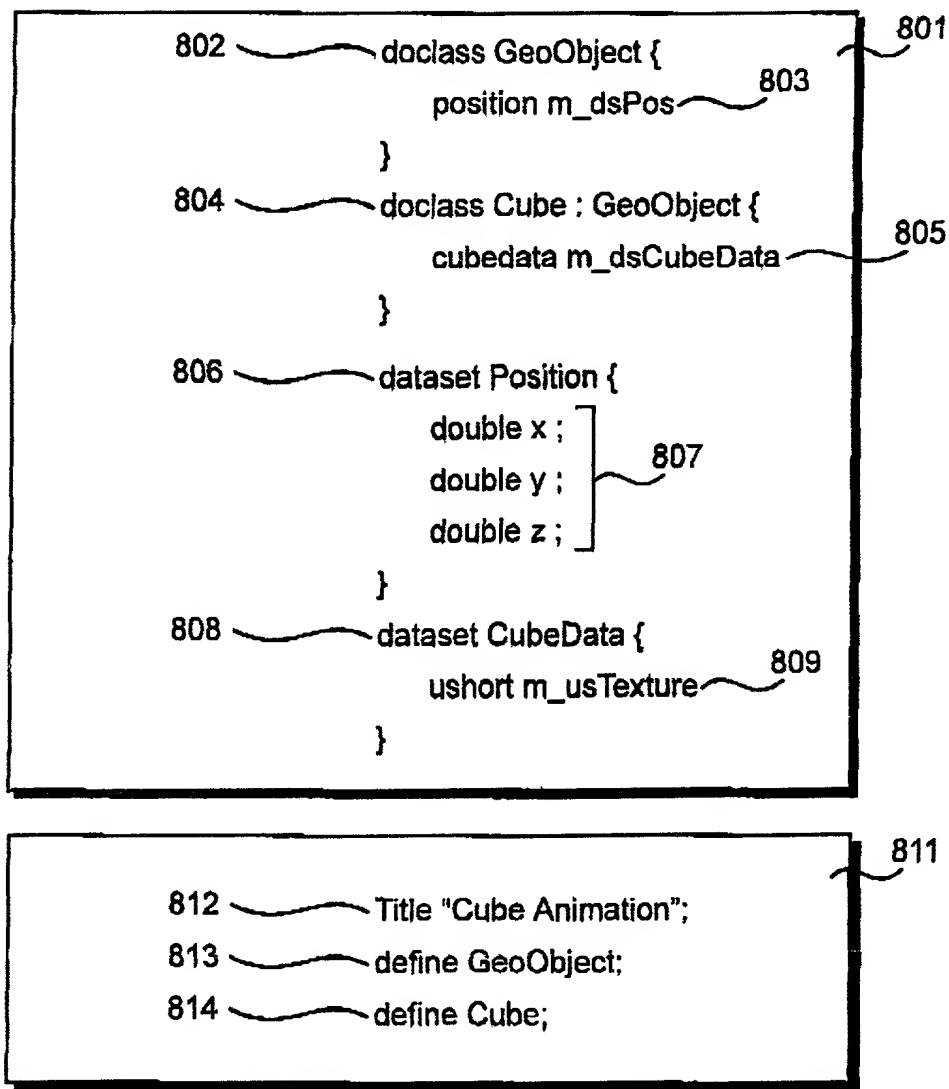
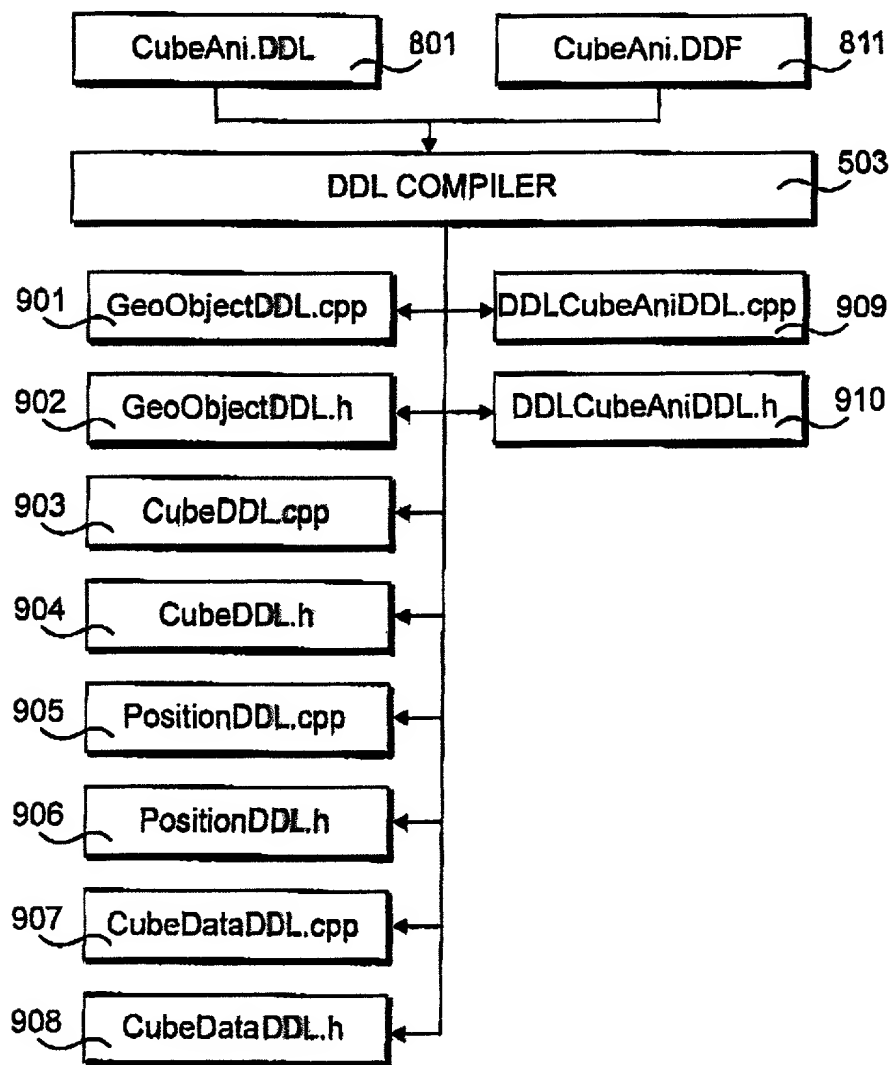


Figure 7

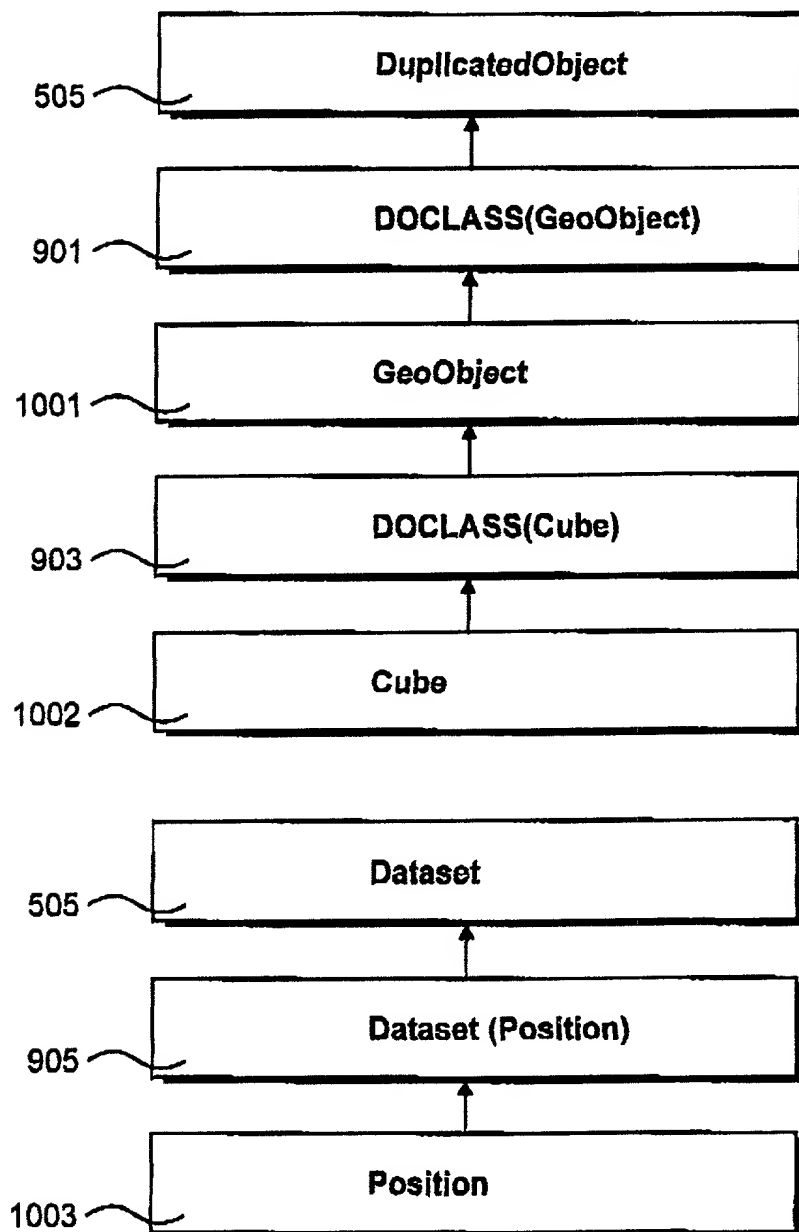
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*Figure 08*

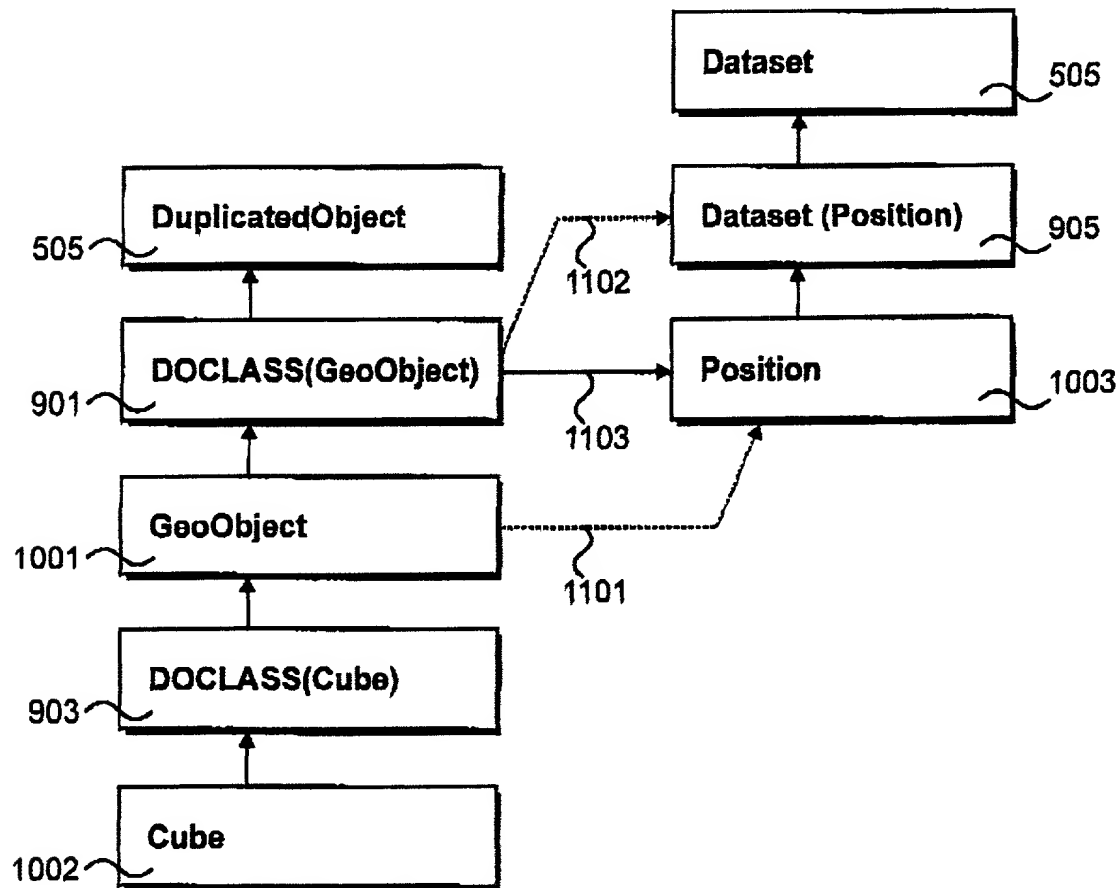
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*Figure 9*

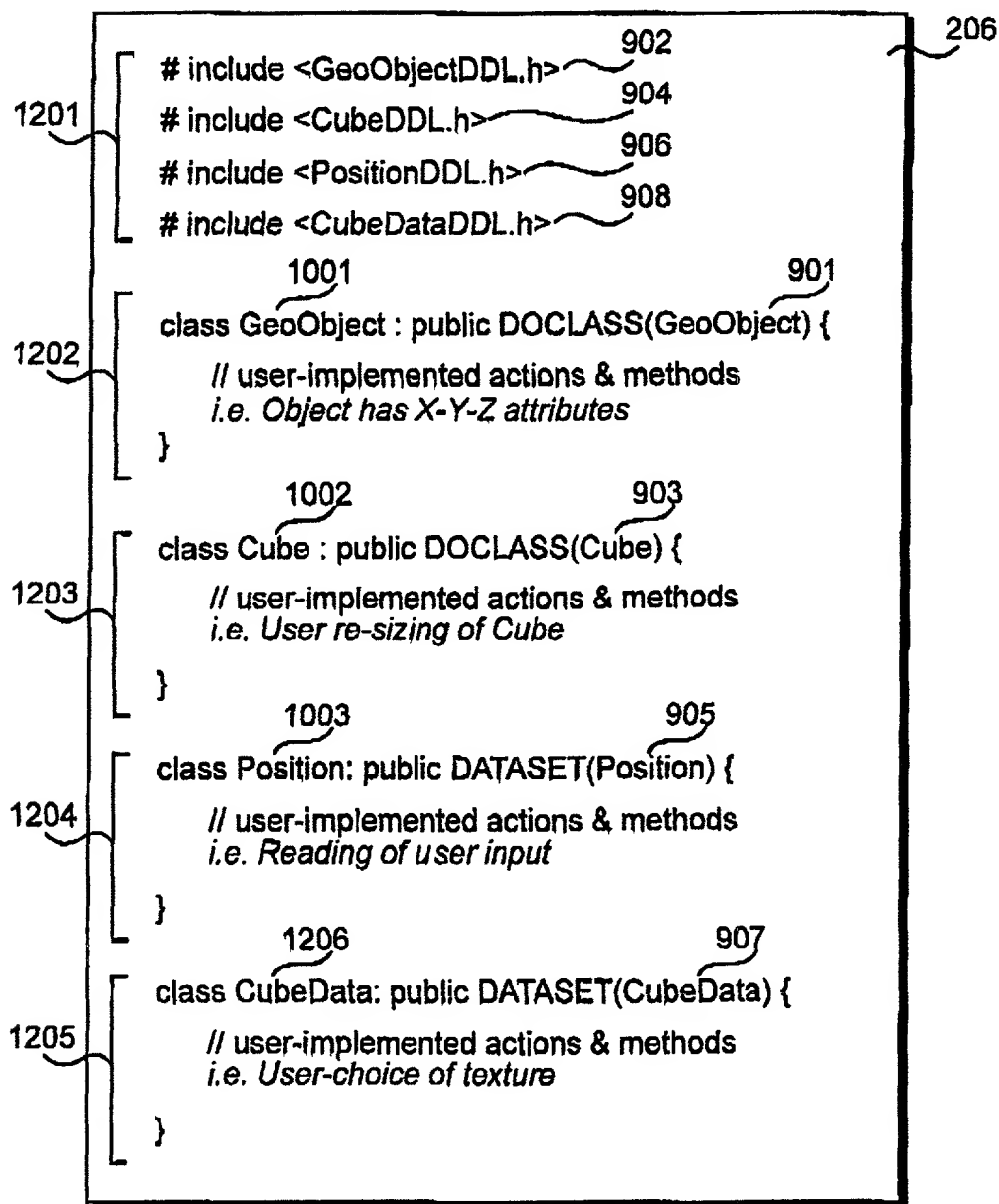
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*Figure 10*

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*Figure 11*

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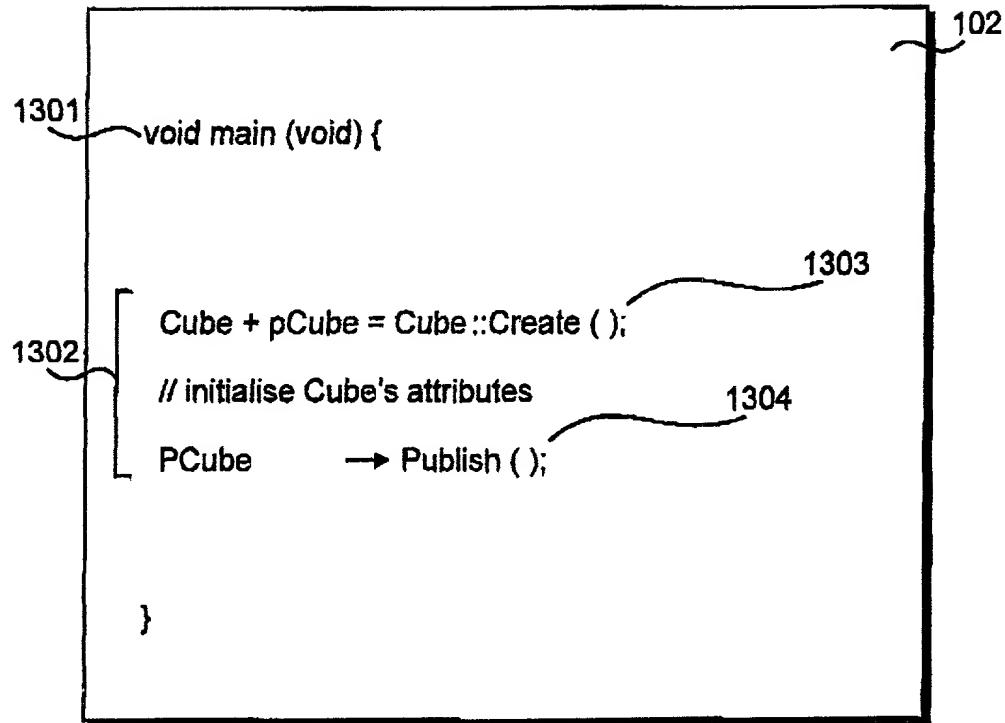


The diagram shows a code block enclosed in a rectangle, with a reference number 206 at the top right. On the left side, four bracketed groups of lines are labeled with reference numbers 1201, 1202, 1203, and 1204. On the right side, four reference numbers (902, 904, 906, 908) are connected to the first four lines of the code by wavy lines. Another reference number 901 is connected to the first line of the 'class GeoObject' block. Reference numbers 1001, 1002, 1003, and 1206 are connected to the class names 'GeoObject', 'Cube', 'Position', and 'CubeData' respectively. Reference numbers 903, 905, and 907 are connected to the class names 'Cube', 'Position', and 'CubeData' respectively. The code itself contains include statements for header files and class definitions for GeoObject, Cube, Position, and CubeData, each with a comment describing its purpose.

```
1201 [ # include <GeoObjectDDL.h> 902
      # include <CubeDDL.h> 904
      # include <PositionDDL.h> 906
      # include <CubeDataDDL.h> 908
      1001
1202 [ class GeoObject : public DOCLASS(GeoObject) 901 {
      // user-implemented actions & methods
      i.e. Object has X-Y-Z attributes
      }
      1002
1203 [ class Cube : public DOCLASS(Cube) 903 {
      // user-implemented actions & methods
      i.e. User re-sizing of Cube
      }
      1003
1204 [ class Position: public DATASET(Position) 905 {
      // user-implemented actions & methods
      i.e. Reading of user input
      }
      1206
1205 [ class CubeData: public DATASET(CubeData) 907 {
      // user-implemented actions & methods
      i.e. User-choice of texture
      }
```

Figure 12

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*Figure 13*

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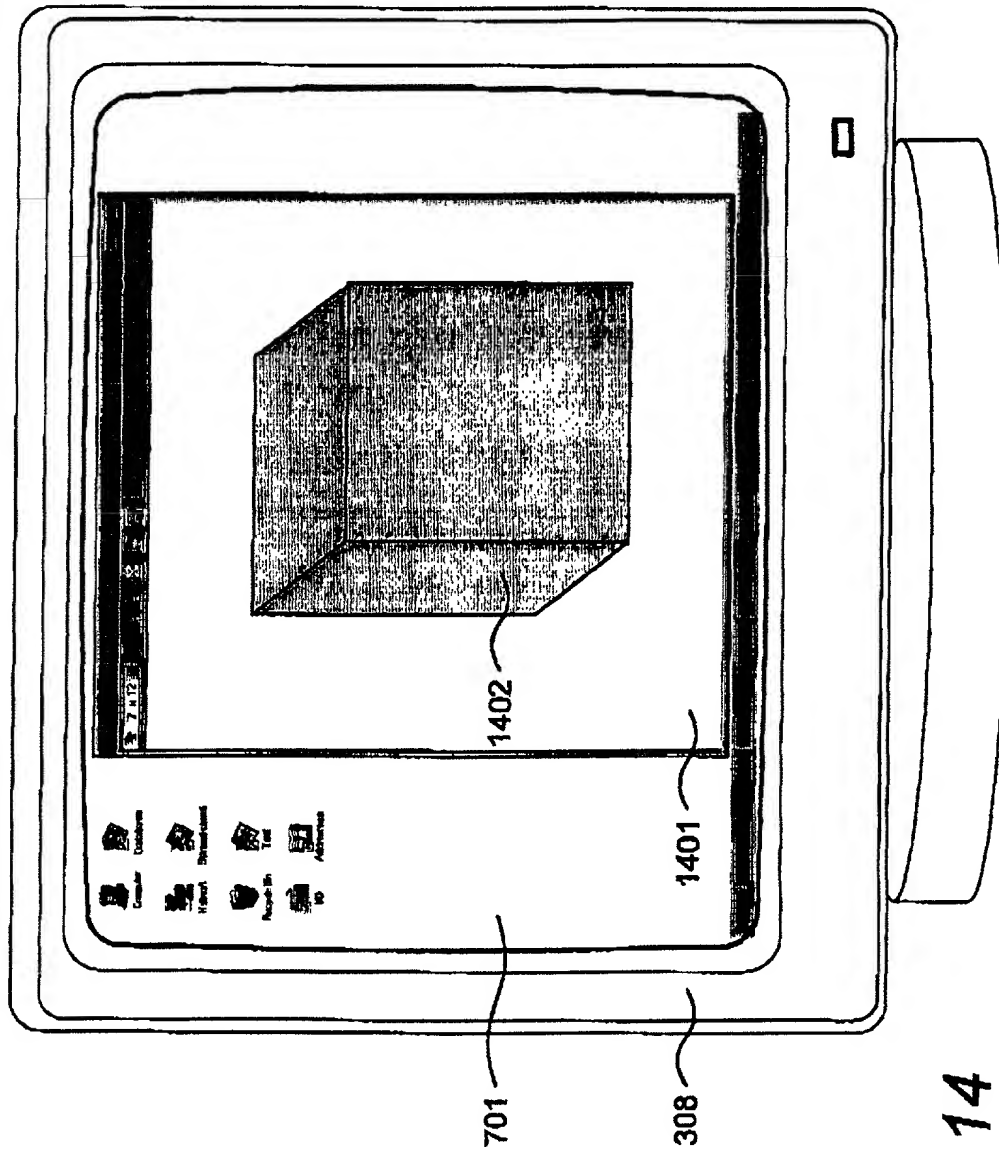


Figure 14

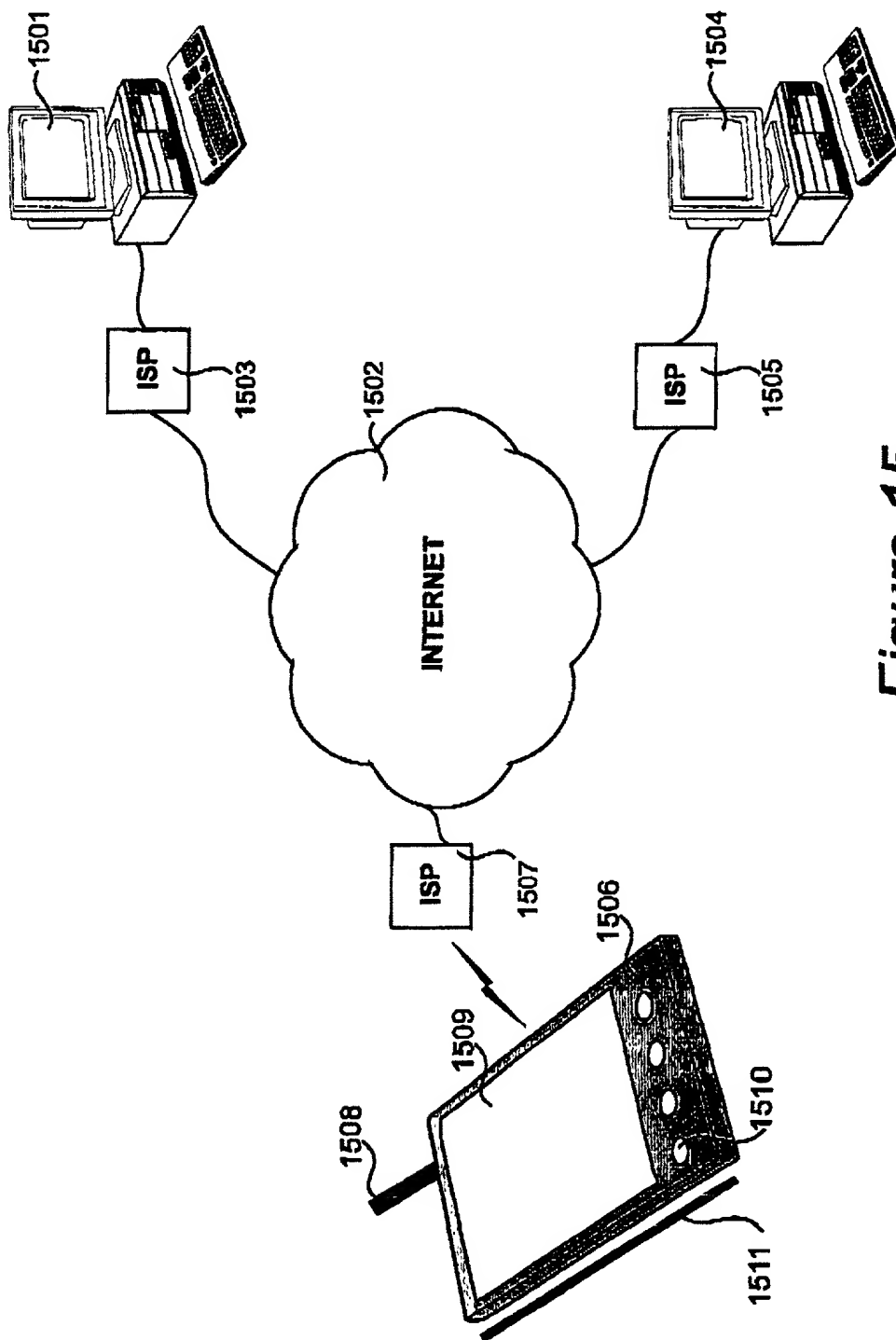
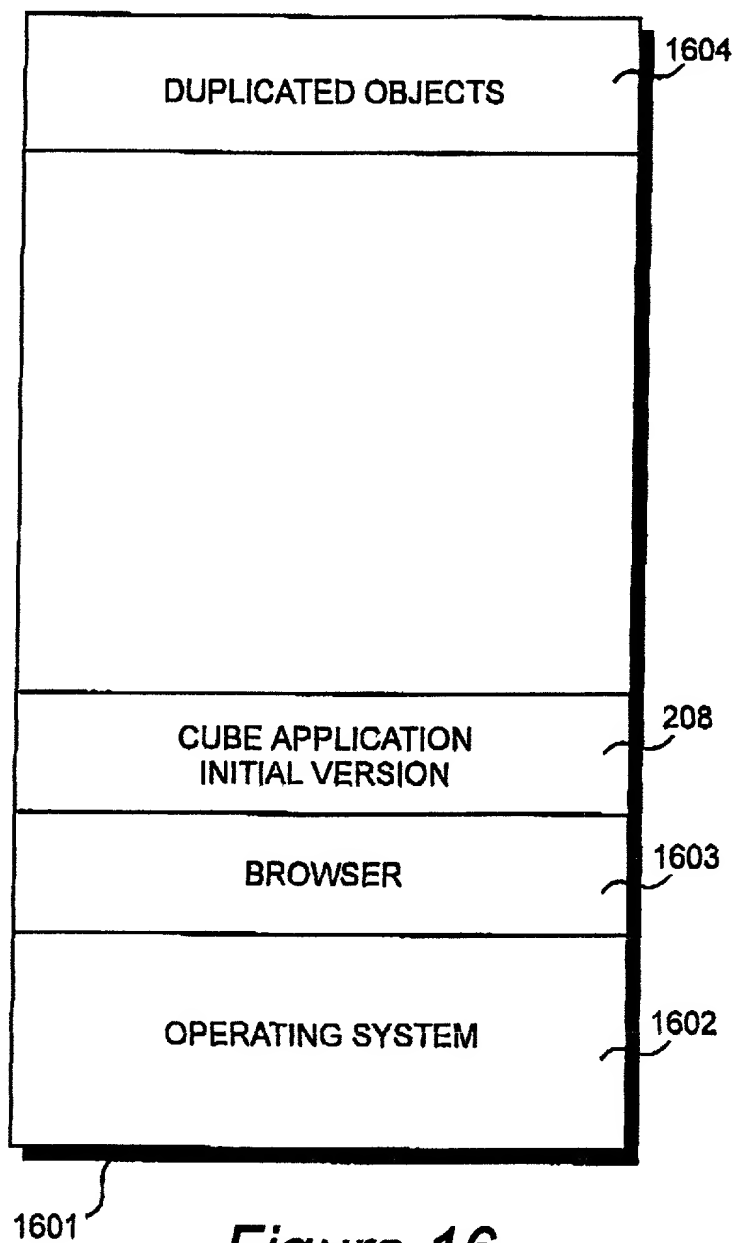


Figure 15

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*Figure 16*

